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-* PC HOLIDAY SALES ROCKET! *-
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> From the Editor's Desk "Saying it like it is!"

And.... they said it wouldn't or couldn't be done. They were wrong I do know how to congratulate Atari's people for a job well done. The Jaguar is surfacing in many place around the USA. In fact, its even surfacing in some very strange places. Heck, even Jacksonville Florida has a real reason to boast about Jaguars. Not only the kinds found at Regency or OP Mall. The Jacksonville Jaguars! Being an avid sports fan and especially of Football and Baseball... I'm overjoyed with the establishing of an NFL team here in my backyard! Now with Atari's Jaguar becoming the darling of the game machine set, I can't wait to see the double barreled headlines when the Jax Jaguars hit the gridiron. It'll be "Jaguar" heaven. I can see it now.. the half time ads showing the Jaguar's powerful NFL Football Game Cart while the real Jaguars are on their way to the Super Bowl. Amazing... all simply amazing.

As Christmas rushes upon us.. it is, once again, "that time of the year". My most fervent wish is to find everyone in fine spirits and good health. That is the finest holiday gift of cheer one can ask for.

Ralph....

STReport's Staff

DEDICATED TO SERVING YOU!

The home PC market is the fastest growing segment in the PC arena, with approximately 31% of U.S. households owning at least one PC, according to market researcher Link Resources Corp. of New York. Cable TV is present in more than 60 million homes.

The companies say the combination of PC and cable TV technologies will offer consumers virtually instant response from familiar online services as well as a range of new services as program developers take advantage of the fastest communications pipeline to the home.

**** Five Companies to Jointly Develop New Telecommunications Services ****

Five U.S. companies have agreed in principle to form a joint venture to develop new telecommunications services using digital video, fiber optic and wireless technologies.

Comcast Corp, Continental Cablevision Inc., Cox Cable Communications, Tele-Communications, Inc. and Time Warner Entertainment plan to create new telecommunications business lines that are enhanced and differentiated from those currently offered by existing wired or wireless communications providers.

The potential new business lines include Personal Communications Services (PCS), video telephony, energy utility communications and data communications services. The joint venture will also include local business and competitive access services provided through Teleport Communications Group.

In addition, national service organizations and local service providers will be established through the joint venture. The five companies are seeking additional participation and investment by cable operators in various local regions.

**** Online Service Make Cable Moves ****

Three major players in the online computing have announced plans to test data delivery through cable television.

CompuServe Inc. announced it has allied with Continental Cablevision and the Teleport Communications Group for a test of delivery of online information via cable lines beginning this week. The pilot program links Continental Cablevision subscriber households in Exeter, N.H., to CompuServe.

In a prepared statement, David Eastburn, CompuServe vice president of product marketing, said, "As the market leader, we're pleased to involve our members in determining the future direction of online services. Cable access is one of several alternative delivery methods we are exploring as we move toward multimedia delivery of a wide variety of information via CompuServe."

Prodigy and America Online Inc. also announced plans to deliver consumer online services through cable in a project with Intel Corp. and General Instrument. America Online's experimental services will be delivered as part of Viacom International Inc.'s trial in Castro Valley, Calif. and a Comcast cable market trial, both planned for early 1994.

**** SIA Says Resin Shortage Averted ****

The Semiconductor Industry Association says a potential shortage of high-grade epoxy resin used to package computer chips has been averted.

The SIA said this week's resumption of operations at Sumitomo Chemical Corp.'s plant in Niihama, Japan -- rocked by an explosion last July 4 that shut down the facility -- will boost production of the resin to meet worldwide semiconductor industry needs for the foreseeable future. One person was killed in that blast.

As noted earlier, prior to the explosion, the Japanese facility provided the chip industry with 50% to 60% of the world's supply of epoxy cresol resin.

******* General PC News *******

**** Astound Multimedia Presentation Prgm For Windows ****

Move over Mac, Gold Disk has unveiled a Windows-based counterpart to Astound for Macintosh 1.0, a presentation program initially introduced last December. Like the existing package for the Mac, the new Astound for Windows 1.5 allows for the creation of multimedia as well as static presentations, company officials said.

Astound for Windows 1.5 will read Astound for Macintosh 1.0 files in fully editable form. In addition, an Astound for Windows file can be saved as an Astound for Macintosh file.

The new release for Windows is also bundled with a CD-ROM containing more than 1,200 animations, graphics, sound effects, and musical and video clips that can be added to presentations.

Astound for Windows 1.5 is available for a special introductory price of \$129 through January 31, 1994. After that, the software will be priced at \$395.

**** Canon To Show Interactive 3D Software For Windows ****

Canon says it is getting into the software development business to offer workstation performance without a big price-tag. The company is holding a conference on Friday to demonstrate software from its new subsidiary formed to develop interactive, three dimensional (3D) software for the Microsoft Windows graphical environment.

Historically, workstation computers have been known for their powerful performance in manipulating 3D graphics, but at a cost that makes these computers unrealistic for the mass market. Canon is claiming, however, that its new software will provide interactive 3D graphics at one tenth the cost of current workstation-based products.

Canon has said the new software it will announce on Friday will not only work with Microsoft Windows, but with the Motorola microprocessor-based Macintosh and with Sun's workstation hardware as well.

**** Radio Shack announces new Tandy Sensation! MPC for '94 ****

Tandy Corporation continues to lead the way in personal computing for the '90's with the 1994 Tandy(R) Sensation!(R) Multimedia Personal Computer. Available at Radio Shack(R), the '94 Sensation has new state-of-the-art features that make it even better than its award-winning predecessor.

The system includes a fast 486-based processor, advanced audio and video technology, send and receive fax capability, Photo CD compatibility and an incredible array of bundled software in a fully integrated, energy-efficient, cost-saving package. It is ideal for use in a home, home-office, small business or educational setting.

With a one-year warranty, the suggested retail price for the 1994 Tandy Sensation MPC is \$1,799 (\$1,999 with a SVGA color monitor).

**** AMD Intros Local Bus SCSI Controller, Single-Chip PCI SCSI ****

The PCI (Peripheral Component Interconnect) local bus specification continues to gain in popularity, as does SCSI (Small Computer Systems Interface) technology. Now Advanced Micro Devices has announced, what the company claims is, a "complete, low-cost hardware and software package facilitating the design of SCSI onto PCI local bus personal computer motherboards."

AMD says that its PCSCSI is a single-chip Fast SCSI-2 controller paired with software in order to support a wide range of operating systems and SCSI peripherals. It is reportedly optimized for use on PCI local bus motherboards and provides a "glueless interface to the PCI bus."

AMD claims that the cost to implement SCSI on the motherboard with PCSCSI (including all passive components and software) is less than \$30.

**** Microsoft Cuts Price Of Works For Windows 3.0 ****

Microsoft has temporarily reduced the price of Works for Windows version 3.0, and will bundle it with its personal financial management software.

Until January 31, 1994 buyers who purchase Microsoft Works for Windows 3.0 will get the integrated software suite for \$89. If they buy Works before January 1, 1994 the company says it will throw in a copy of Microsoft Money 2.0. Once the introductory period is over the suggested retail price for either version of Works for Windows will be \$199.

Current users of Windows or DOS versions of Works can upgrade by buying the new product and sending in the \$10 rebate coupon that is in the product box.

System requirements include at least a 386 microprocessor, four megabytes (MB) of memory, a hard disk with at least four MB, and preferably 15MB, of available space, MS-DOS 3.1 or higher, a VGA or better display, Windows 3.1 or higher, and a high-density (1.44MB) floppy drive. To use the multimedia edition a CD-ROM drive is required, along with a sound board and headphones or speakers.

**** Dell In Black Again ****

Dell Computer Corp., has returned to profitability in the third quarter of this fiscal year. Dell says earnings for the third quarter are 60% below what they were a year ago, and Chairman Michael Dell said sales will not meet the company's \$3 billion sales target for the year.

The company reported earnings of \$12 million, or \$0.26 per share, for the third quarter, which ended October 31. For the same period last year earnings were reported at \$29.6 million, or \$0.72 per share. Revenue for the third quarter was \$757.3 million, up 33 percent from the \$570 million reported for the same period last year.

**** C Learning Center Opens ****

ITC, a developer of interactive multimedia training products, has announced the opening of its first ComSkill Learning Center franchise.

The new learning center is located in Wilmington, Del. Over the next several years, ITC plans to establish a nationwide network of ComSkill Learning Centers.

ITC describes its ComSkill Learning Centers as innovative, state-of-the-art personal computer educational facilities. It notes that students will gain hands-on experience and master a broad range of PC skills, applications and operating environments. The centers will also sell and rent courseware and provide individual student training.

ComSkill's courseware combines full-motion video, audio and graphics on a PC. Instruction is both self-paced and interactive.

**** Hitachi Rolls Out Parallel Units ****

Massive parallel computers are to be introduced on the Japanese market next year by Hitachi Ltd., which says it is aiming to sell them mainly to government agencies. Hitachi will sell a machine with 128 processors and a processing speed of 20 giga flops (or 20 billion instructions per second).

Sources say that massively parallel systems, which use more processors than ordinary computers, "have won kudos from the supercomputing community for their high speed."

**** Compaq Offers Software Distribution CD with Presario ****

Compaq Computer Corp. and InfoNow Corp. announced that they are offering users of Compaq's multimedia Presario personal computers the ability to purchase software directly from a compact disc.

The Compaq QuickChoice CD, developed and supported by InfoNow, is shipping with each Presario CDS model and enables users to read electronic literature, test drive and instantly purchase industry leading applications including Microsoft Excel, Word and Office.

The disc allows Compaq users to purchase nearly 100 business and entertainment software titles that are loaded on the QuickChoice CD in an encrypted or locked form.

**** New Line of Pentium PC's ****

A new line of PCs based on Intel Corp.'s new Pentium microprocessor has been introduced by Zeos International Ltd. Officials of the company said the new line, called "Pantera," includes the PC interface technology, Peripheral Component Interconnect, as well as business audio capability in every system.

The prices for Zeos Pantera start at \$3,495.

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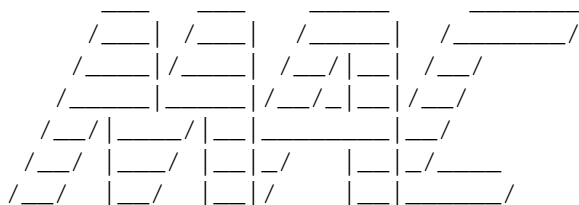
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MAC/APPLE SECTION (II)
=====
Randy Noak, Editor

by Randy Noak

If you're a regular reader of Mac Report, you know I've been doing a lot of ranting and raving lately about the wonders of CD-ROM. A couple of

things happened this week that reinforced my convictions. First, the CD-ROM from Club Kidsoft arrived. If you recall, Club Kidsoft is a mail-order software company just for kids. Subscribers receive 4 issues of Club Kidsoft's catalog/magazine each year along with a CD-ROM version of the catalog. The neat thing about this is that the CD-ROM allows you, the parent, to search for software appropriate for your child's age. Just click the proper age and you are presented with all the software that Club Kidsoft carries that is suitable for children in the selected age group. Click on the picture of the software box, and a complete description of the selected software is presented. But wait! Look on the bottom of the screen. For many of the software packages there is a button labeled, "Demo". Call your child and have him/her click that button and you are saved from spending money on a piece of software that your child just, "had to have" only to find out that, once at home, "It's not fun Dad". Your child can spend some time with the software before they start bugging you to shell out your hard-earned dough. Most of the packages featured on the CD-ROM have a demo, and, it is promised that the next issue will have quadruple that number. One other thing. If your child really, really, really just has to have a particular piece of software, call Club Kidsoft and they'll give you the unlocking key and your child can start playing/learning immediately. Club Kidsoft is only \$9.95 for 4 issues and you can order it by calling 1-800-354-6150.

The other thing that happened is that my wife found the free Nautilus CD that I got a couple of weeks ago. Normally a typical, "I only spend time with a computer 'cause I have to" type of person, she spent 2 hours exploring the issue. After she was done, she said, "We ought to get this." Unbelievable, but that's the reaction you'll get from people that have a chance to use a CD-ROM. From games like Iron Helix to Adobe Illustrator's CD-ROM upgrade to catalogs on disk to fully interactive magazines on CD-ROM, CD-ROM is the future. Get one, you won't regret it.

I've been spending some time cruising the on-line services lately in preparation of an article I plan to write for a future issue. This last week I've been spending a lot of time on America On Line and have been very pleased by what I've seen. The navigation software is easy to use (and free), the system is pretty responsive even at 2400 baud (full 9600 baud is due soon), and STReport is now available there. That's right, in addition to Compuserve and GENie, I'll be uploading STReport to AOL each week. I usually upload to all the services on Saturday mornings and the sysop's usually release the file as soon as possible, so you can start looking on Sunday. On Compuserve we are in the Mac Community Club Forum, on GENie we are in the GE-Mac User Group RoundTable, and on America On Line we are in the Mac Games and Entertainment area. Check us out!

> PAX IMPERIA STR Review

Pax Imperia
=====

by Randy Noak

Did you ever say to yourself, "Gee, if I were king, things would sure be different"? Me too. That's why I've been spending a lot of time with the game Pax Imperia. We're talking "staying up until 3 AM" lot of time here. In Pax Imperia you're the Emperor. You get to name your Empire, build various types of space ships, send colonists out into the ether, select planets for your colonists to settle on, build factories, cities, ports, and bases, design weapons systems, collect taxes, name advisors, engage your human or computer opponents in interstellar warfare, and do all sorts of interesting emperor type things. Whew!

The game starts with you, the Emperor, in charge of one measly region on one tiny planet, in one insignificant solar system, in a small corner of the galaxy. Your job is to build your empire. You build your empire by building infrastructure and conquering other solar systems. You'll start out building factories, cities, shipyards and bases on your home planet but soon you'll run out of room and resources. Check your solar system. There might be some other planets or moons that you can exploit by building factories to mine whatever resources are available. Since your default species are oxygen breathers (but you can make them hydrogen, nitrogen, or carbon breathers if you like), you'll want to check out planets with oxygen atmospheres first. You can set up a colony on a planet (or moon) with non-oxygen atmospheres, but it will cost you more to support that colony. Once you have checked out your solar system and done all the exploiting you can do, it's time to send your scout ships out in to the void.

Send out your scout ships to explore alien star systems while your shipyards construct ships of your design. Everything from giant dreadnought battleships to transports to tenders are available for construction. Each ship requires differing amounts of capital, population and resources, but if you don't have enough, you'll receive a message showing you which component is lacking. At the beginning of the game, you'll only be able to build slow, lightly armored ships, so you'll have to make sure you devote some of your empire's income into R & D. The more you invest the quicker your scientists will develop faster star drives, nastier weapons, and better shields.

Sooner or later, in the midst of all your space ship building, factory and city building, planet exploring, tax collecting, naming advisors, and designing awesome weapons of war, you'll come across another emperor bent on making his empire the only empire in the galaxy. What are you gonna do? Declare war? Send a peace initiative? Attempt to trade with your opponent?

Declare war and you'd better have a fleet of fast, heavily armed warships standing by because you'll have to slug it out with your opponent ship -to-ship, fleet-to-fleet, and planet-to-planet. You'll also have to increase your Espionage budget or else you'll find your advisors suddenly turning up dead as your opponent assassinates them one by one. Choose peace and you may have to fight anyway if your opponent decides he doesn't like the way you comb your carapace. Attempting to trade may work, but let's face it, it's much more satisfying to initiate interstellar warfare.

When the sensors on one of your ships pick up the enemy, you are automatically switched to Tactical Control. In the Tactical Control

how buying a home computer can be a springboard to years of family fun and learning. That's good news for every parent who's felt distressed when expensive holiday toys fail to keep children interested beyond New Year's Eve.

The options you get on a computer far exceed those on other home entertainment systems, notes Raskin. And a computer offers much more than entertainment. Every new software program presents you and your child with a whole new range of options for using the computer. And there are new easy-to-use computers that come already loaded with all the software you'll need for a home computer. They can even be purchased in department and consumer electronics stores.

Raskin co-authored her book with children's technology expert Carol Ellison after noticing how few activities are available to parents to help them connect the computer experience their kids get in school with the activities they perform on the computer at home.

Parents, Kids & Computers is a road map for the first-time computer buyer. It was intended to help parents navigate through the maze of computer brands, technical jargon, hardware and software to make the best choice for the family.

Since many first-timers purchase computers as holiday presents, here are Raskin's Top 10 Tips for buying a computer the whole family will use for seasons to come:

1. Assess your family's computing needs.

You'll want a computer that serves the entire family. Begin by asking yourself some pertinent questions: What type of computers do our kids use at school? Most schools use Apple computers. Do I need to bring work home? If so, does my office use a Macintosh or DOS-based system? Will we be using the computer for personal management like family finances and record-keeping? Do we want a computer that comes with built-in sound and multimedia? Will we want to make additional equipment purchases later on? If so, how easy and economical is this? These questions will lead you to the next step: choosing a brand.

2. Go with a recognizable brand name.

There are two major personal computer families. This means you'll be choosing an Apple computer most likely from the Macintosh Performa line or one of the DOS-based systems. Both provide a vast range of software options and service and support for your hardware.

3. Look for pre-installed software.

Many of the best buys today are computers that come already "bundled" with hundreds of dollars worth of software. But consider both quality and quantity when making your decision.

4. Buy enough memory so your system can grow with your family.

The hard disk is your computer's storage space. These days, the hard disk is a necessity if you expect software programs to run smoothly and efficiently. Hard disks are measured in megabytes (MB). Consider buying a hard disk with 80 MB or larger. You also will want to think about RAM, which stands for random access memory. Make sure to have

at least 4 MB of RAM, especially if you plan to use the computer for spreadsheets and graphics.

5. A printer is essential.

The three types of printers are dot-matrix, inkjet and laser. The dot-matrix printer is the most basic, while laser printers are more sophisticated and necessary for high quality printing and graphics. Recent price drops have made laser printers more affordable and worth the extra expense.

6. Kids love color.

If your computer will be used almost exclusively by children, color is an option you should explore. The best children's games fill the screen with vivid hues and wondrous graphics that captivate children and encourage them to explore further.

7. Make sure your system is easy to expand.

The latest wave in computers is multimedia, the ability to show video footage and play digital-quality sound using a CD-ROM (read only memory). Buying a system with a CD-ROM can be expensive, but the benefits will pay off. For example, you can purchase an encyclopedia on CD-ROM that would cost hundreds of dollars less than if bought in a book store. If you're not planning to buy a computer already equipped with multimedia now, but want to add it in the future, make sure your system makes it easy and affordable to add these options when you're ready.

8. Get the kids involved.

Don't worry about spoiling the surprise. You'll make a better choice for the whole family if the kids are included in the decision-making process. Kids are remarkably sensitive to differences between keyboards and screens, and you'll probably appreciate their input. Also, many retailers allow families to test demonstration computers before making a purchase.

9. Protect your investment..

Always find out about the manufacturer's warranty and the store's return policy before you buy. Also, think about purchasing your computer with a credit card that provides an extended warranty at no additional cost.

10. Choose your software carefully.

A good computer game does more than entertain, it challenges kids to explore the world around them and helps them develop problem-solving and creative thinking skills. I encourage parents to build a software library with their children as soon as they bring home a computer. And, software is the perfect stocking stuffer!

> STR Mail Call
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Messages * NOT EDITED * for content

Let's see if I've gotten anything interesting in the mail this week. You remember the routine. If a piece of mail doesn't say, "THIRD AND FINAL NOTICE" it goes into a pile on my desk until my wife starts griping at me to get rid of the mess, at which time I sit down and write this part of the column, thus reducing the pile by a minuscule amount and satisfying my wife's cleaning urge.

Well, it's about time! Aldus finally sent me an upgrade notice for Freehand 4.0. Lots of new features such as multiple pages in multiple sizes, new type handling controls, new floating palettes, new drag-and-drop features, and much more. Disappointingly, the upgrade is not available on CD-ROM. The upgrade price is \$150 to registered users. They are also touting their Service programs and offering special deals on the upgrade if you sign up for the programs. Call 1-800-685-3542 and have your serial number and credit card ready.

Ahh, this is more like it! A new catalog from CD-ROM Warehouse. Lotsa CD-ROM stuff here and you get a free CD storage case with every order. Bundles abound and the prices are good too. Since these are the Mac Warehouse people, shipping is only \$3.00 for overnight shipping. Call 1-800-237-6623 and ask for a free catalog.

Sierra Software sent me a copy of "InterAction" a "blatantly biased look at games from the Sierra Family". Biased it is, but it's also pretty interesting. This issue has an article all about CD-ROM along with previews of some new games. I hope some of this new stuff makes it over to the Mac. Call Sierra at 1-800-757-7707 or visit them on CompuServe.

From Silver Graphics comes a "Competitive Upgrade" offer. They ask for no proof whatsoever. Oh well... That and \$69.00 will get you Acme Fonts, a neat looking package of either Type 1 or True Type display fonts. Call them at 1-800-888-1550 for more info.

Ray Dream is selling addDepth for \$99. addDepth adds a 3D effect to 2D graphics. This looks tempting. Call Ray Dream at 1-800-846-0111

That's it for this week. Next week, I hope to have a review of Carriers at War and lots more stuff. As always, please feel free to send your comments or questions to me at:

America OnLine: STReportRN
Compuserve: 70323,1031
GEnie: R.NOAK

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ATARI/JAG SECTION (III)

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Dana Jacobson, Atari Editor

Brrrrrr!! Unbelievable that it's December already!! It's been colder and colder outside; fortunately, the snow hasn't arrived yet. But, being in New England, all we have to do is wait a minute and the weather can change from bad to worse.

So, what's been happening lately on the Atari front? Well, if you're into gaming or football, the name that's being [still] heard nationally is Jaguars!! Jacksonville, Florida is the home for the latest NFL expansion team and Atari's latest expansion to their family has been on the market for a week or more. The Jaguar (Atari's) seems to be all that's on people's minds these days. Nothing really new has been said about the machine, but the enthusiasm that it's generated has been phenomenal. It's truly enjoyable to see the name "Atari" and enthusiasm displayed prominently side by side these days. I hope that once the initial push for the holiday season creates a huge demand for these machines, that the new year will generate into a banner year for Atari. Let's face it, for the computer side to have any chance to succeed, Atari has to be successful enough to be able to parlay some of those profits into future R&D for the current/future Falcons. Once that happens, it stands to reason that Atari will have created for itself some respectability again and use that to its advantage for the computer line. And, at the same time, we can enjoy the positive atmosphere while playing the latest in Jaguar games! In the meantime, we hope to have some Jaguar reviews, including game reviews, once the Jaguar starts to make its way into the claws of some of our correspondents. You can be sure that I'll have one as soon as I can, but unlikely until after the first of the year.

The latest in major announcements about 3rd-party support for the Jaguar has been promising:

SUNNYVALE, Calif, Nov 29 (Reuter) - Atari Corp said it signed 15 more software companies as licensees for its new 64-bit home game system, Jaguar. The announcement brings the total number of companies that have pledged to write games for the Jaguar system to 35, the company said. Atari said among the new titles that will be written for Jaguar are Activision's "Return to Zork," and id Software's "Wolfenstein 3D." Also, Accolade sport titles such as "Charles Barkley Basketball," and "Jack Nicklaus Power Challenge Golf" will now be written for the new entertainment system.

With the tremendous enthusiasm being generated by the Jaguar these days, it is giving the online services reason to make some changes along with it. It was recently announced on CompuServe that the Atari Forums will undergo some changes to accommodate the increase in Jaguar online activity:

*** NOV. 30 ***

CONSTRUCTION AHEAD!

Please pardon our dust while we reorganize the Atari 8-Bit Forum to accommodate the changing Atari marketplace. In the coming days, this

Forum will be renamed to the "Atari Gaming Forum" and will contain new sections which will expand our support for current and future Atari Gaming products.

Stay tuned!

And.....

Note to all:

The reconstruction work continues.

You can now reach this forum [ATARI8] by typing any of the following:

GO ATARI8
GO LYNX
GO JAGUAR
GO ATARIGAMING (or 'G ATARIG' for short)

Again, thanks for your understanding and patience during our reorganization. Look for more updates daily.

Ron Luks

And, from what I've been seeing daily in this Forum, the message activity certainly warrants these supportive changes. Ron Luks has stated that Atari 8-bit support should not suffer because the databases will have little in the way of Jaguar material except the possibility of screen shots and game reviews, still leaving plenty of room for 8-bit files. Also, since current 8-bit message activity is not overwhelming, there's room to support the Jaguar activity. So, in the long run, it should be a good way to continue to support the 8-bit as much as possible while adding capabilities to support the Jaguar activity better.

On the computer side of things, there's been rumors floating around, especially on CompuServe, of the pending release of a TT clone. Well, Yat Siu, of Lexicor Europe, finally let out some pertinent information about this new machine, called the Medusa. Here's what Yat had to say about this new machine:

LEXICOR SOFTWARE is proud to announce that it can make available to the Atari Community an Atari'040 Clone.

The MEDUSA T40 is now available via LEXICOR SOFTWARE CORPORATION

The Medusa specs are as follows:

- 68040 Clocked at 64Mhz
 - internal FPU and PMMU
 - Mips are around 26 Mips, 4.5 MFLOPS
- FastRAM can have either 8-128 Mbyte on board
- Atari I/O such as
 - DMA
 - MIDI
 - SERIAL
 - PRINTER

- KEYBOARD
- FLOPPY (DD, HD, ED)
- 2 SERIAL TT MODEM
- IDE BUS
- ISA BUS For Graphics Board (custom design)

- VME Bus
 - Vme Bus 16bit
 - ROM-Port
 - Mega Bus
 - Laserprinter (not sure why, all on the VME Bus Board)

Additionally you can get:

- SCSI Card with
 - TT SCSI
 - TT-LAN
 - SCSI II

and a DSP Board for a DSP96002

Planned for the summer of 94 is a MC68060 Board

TOS is a slightly modified version of 3.06

The price for this setup is roughly 3,000 U\$D without IDE Drive and without RAM.

The System was originally constructed and designed in Switzerland by MEDUSA Systems.

Yat

ps: Its screaming fast *grin*

Wow! With the lack of TTs out there presently, and further developments/production of Falcons, the Medusa should be able to fill the current hardware void in the market. I also hope to be able to see one in the near future, if it can be arranged! Yat happens to live "in the neighborhood," so a user group demo or two may provide a great opportunity to get a hands-on look at this new machine! Look for more information in a future issue!

The IAAD has held their annual election for new officers and board members. Congratulations to the new board members and the re-elected ones. Also, a special thanks to those former board members, Nevin Shalit and Jim Allen, who have served well these past years but have stepped aside to allow some "new blood" in the ranks.

11/23/93

FOR IMMEDIATE RELEASE!

The Independent Association of Atari Developers (IAAD) is pleased to announce the results of the annual election of our Board of Directors. Newly-elected Board members include Greg Kopchak of It's All Relative, David "Dr. Bob" Parks of Dr. Bobware, and Charles Smeton of NewStar Technology Management. Nathan Potechin of DMC was reelected to a fifth

term, and Dorothy Brumleve of D.A. Brumleve was reelected to the Board and to the Presidency by a unanimous vote.

The Board wishes to thank outgoing Board members Jim Allen of FAST Technology and Nevin Shalit of Step Ahead Software for their years of service.

The IAAD is an Organization of third-party commercial hardware and software developers supporting the Atari ST family of computers, including the ST/STe, TT030, and Falcon030 series. The current membership includes most active developers in North America as well as some from abroad. Unique in the industry, the organization works to provide its membership with help in marketing, packaging, technical matters, and other issues of interest to third-party developers. Working in concert with Atari, the IAAD strives to raise Atari product awareness and to ease the introduction of new products into the marketplace. Such support takes place through member-to-member exchanges and group projects. Past projects have included anti-piracy advertising, a "Meet the IAAD" online conference, a dealer mailing, and a brochure containing descriptions of participating members' products. Last year's major focus was a study of software piracy in North America, the results of which were published and uploaded to BBSs and information services all over the world. An IAAD Membership Directory including product listings is updated regularly and made available on major online services.

Commercial developers are encouraged to apply for membership by sending GEMail to the PERMIT\$ address on GENie. Developers who are not currently GENie members may contact D.A. Brumleve at 217 337 1937 for more information. User groups, magazine publishers, and others wishing to reach a large number of developers may send ASCII mailings to DABRUMLEVE on GENie or Delphi, to dabrumleve@genie.geis.com on the Internet, or to 76004,3655 on CompuServe.

John Duckworth's debut column last week garnered a few comments from readers over the past weekend. Unfortunately (I think), the issue was released a day late due to technical problems and over the holiday weekend it may have been overlooked. Anyway, all of the messages that I saw were positive and readers were pleasantly surprised. If you missed last week's column, in issue #9.48, please check it out. And, John is really interested in receiving feedback and suggestions for future columns, so please drop him a line if you can. Anyway, let's go fishin'!!!

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> ONLINE WEEKLY STReport OnLine           The wires are a hummin'!
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PEOPLE... ARE TALKING
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On CompuServe

compiled by Joe Mirando

Hidi ho friends and neighbors. I don't know about you but I'm still working off that Thanksgiving meal (I gained four and a half pounds by "doing" dinner four times on Thanksgiving Day).

As I sat at my computer that evening, I took a moment to think of all the things that I have to be thankful for. I guess that we all have lots of things to be thankful for... and I'm glad that we have a day set aside for the purpose remembering them. I also saw my first "JAGUAR" commercial over the weekend... not the most impressive piece of advertising I've ever seen, but it was a good showing of a good product from a company that we've come not to expect advertising from. The last time I saw an Atari product advertised on television was the "Big Lynx/Batman Promotion" of a few seasons ago (and we all know how far that one went, don't we?).

One of my reasons for being thankful is all my friends on CompuServe... Ron Luks, Bob Retelle, BJ Gleason (as well as all the other Sysops), users like Myles Cohen and Dazzz Smith (to name only two), developers like John Trautschold, Charles F. Johnson, and Stefan Daystrom. Thanks for your help and information.

Now let's get to the good stuff...

From the Atari Productivity Forum

=====

James Port talks about the ability of QuickCis to set the clock of an ST:

"It is a neat feature, but since I've added a hard drive, the clock is always running. The problem is, it is typically running slow, but not slow enough to trip the auto reset from the network. Can't figure that out though. The watch I wear maybe gains a minute every couple of months or so. My computers tend to lose a minute or more every week. It would seem to me they should be able to keep better time than that."

Sysop Dan Rhea tells James:

"There are a couple of causes to drift in clocks in computers, the worst, is a faulty crystal (this usually leaves the clock totally non-functional, so we can pretty much rule that one out). The most common is that your local power company is letting the line frequency slip a bit (it's normally 60 cycles a second in the States, and 50 cycles in the UK, and most everywhere else). A more subtle item is that the trimmer in the clock circuit needs to be tweaked a bit (Trying to adjust it is usually more trouble than it's worth). Personally, I reset my system clock once a month. It doesn't drift more than a minute a month. I don't need anything more exact than that."

Sysop Bob Retelle adds:

"Another thing that can affect computer clocks, although I don't know of any specific instances on the Atari platform, is programs that muck about with the system timers that are used to maintain the "time of day" clock.

Some games on the IBM platform are notorious for changing the timers and not restoring them, thus leaving your clock running at double speed... even the programs (mostly games) that do reset the timers properly may affect the clock during the time they're running.

Actually, electronic clocks that run from the 60hz line frequency reference of the power lines may be more accurate, over time, than crystal controlled clocks..

The power companies typically compensate for low frequency occurrences by tweaking the AC up slightly above 60hz for an equivalent time, and vice versa. Thus, over a relatively longer period of time, the errors tend to cancel out.

Crystal controlled oscillators are potentially more accurate, but only if they're adjusted right on. A crystal oscillator that's slightly slow will ALWAYS be slightly slow, and thus will accumulate an increasingly greater error over time.. same for one that's slightly fast.

Unfortunately, unless the trimmer capacitor in the crystal circuit is easily accessible, as Dan's was, it might be difficult to adjust an internal clock. (The one in my ST is "potted" in epoxy in the middle of an IC socket adapter)

I imagine the reason wristwatches are generally more accurate is that they're adjusted more carefully when they're manufactured."

Stefan Daystrom at Barefoot Software adds:

"In some cases on the Atari, depending on where the clock is in the system and what software has update access to it, the clock can drift slow (lose time) if you reset/reboot too much. One of the reasons is that some versions of the Control Panel (or possibly other time-setters) read the current time and then write it back, dropping a little bit of precision (anywhere from dropping fractions of seconds to fractions of minutes!); if your system is plagued by this, it'll keep perfect time as long as you keep it on 24 hours and never reset it, but the time may get less perfect the number of times you cycle power and/or the number of times the clock setter runs (typically on every reset)."

James tell Dan, Bob and Stefan:

"Well, it isn't as though I'm doing anything that is that time sensitive, I have to have the accurate setting all the time. I think I'll just not worry about it and reset them every now and then. I'm not using any software that should muck about with the clock, don't have time to play games anymore. Okay once in a while I manage to get in a game or two of Solitaire in Windows, but otherwise all my game software is just collecting dust. I'm not exactly into trying to get at the trimmers. I've had enough of opening up my ST with its thousand screws and bending, trimming or who knows what with the RF shield. From the looks of things, I'd have to pull out nearly every

card in the 386 to get at the mother board, so that's out too. Thanks for the information, but I think I'll just live with it."

Dan Dixon asks:

"Does anyone know how to move Standard MIDI files created in CUBASE to a Mac? I can get them to the Mac via a floppy mounting utility, but my Performer software will not recognize the files when I go to open them. Do they need further conversion?"

Mike Mortilla, one of the MIDI gurus here on CompuServe, tells Dan:

"The best way to accomplish this is to save the MFF to an IBM (ST) disk and have the MAC read it from a utility that reads IBM on a MAC. Doing it the other way (writing a MAC file from the ST or IBM) is more trouble than it's worth. The problem is that the MAC disk drive is variable speed and ST/IBM drive is fixed speed.

A Syquest and the proper utilities could accomplish that, but I think the prog to have the MAC read the IBM disk is a PD and the simplest way I know of to do that. Also, make sure that Cubase or whatever you use, saves the file as an MFF."

Dan tells Mike:

"I could get the file to the Mac; I just couldn't get the app to recognize it. But I finally solved the problem--the file's type code must be changed to read "Midi". Once that's done, the program "sees" the file and will import it."

Bob Dolson tells Alan Page, the author of STORM:

"That's the spirit Alan! You're doing a very fine job with STorm and I realize that you are very busy with Ditek... And the multiple buffers on STorm are even MORE wonderful than the single one in Flash! It's lightyears ahead of anything else!"

Ian Braby tells Alan:

"I've been playing with STORM but have had one little problem - auto-logons wont!

I've set everything up for CIS - ran CIS.BAS to enter my details, set the Terminal settings and auto-logon file etc. and tried to log on. That worked because CIS.BAS was resident.

Trying to log-on to CIS directly, without pre-loading the CIS.BAS file, doesn't load CIS.BAS as it should - I have to manually load and run the file!"

Alan tells Ian:

"In the Dialer Edit dialog there is a button at the bottom labelled Auto-Logon Path. Click on this button and use the file selector to tell Storm where your auto-logon files are located. I suggest creating a Basic folder and putting all your auto-logon and Basic files there."

Beverly Chisolm tells us:

"I would like a modem for an Atari but don't know how to find one.

There are no Atari dealers in my town (St. Augustine, FL) Is it possible to order through CompuServe?"

Boris Molodyi tells Beverly:

"Any modem works with Atari (assuming that you have an ST or TT or Falcon; if you have an 8-bit, you need a special cable). Personally, I would recommend Supra's modems, but really it all depends on your needs and budget."

Boris is one hundred percent correct! Supra modems offer the best mix of functionality and affordability that I've seen in a long time. (I use a Supra v.32bis) And with CompuServe offering 14,400 access (in addition to the more common 300, 1200, 2400 and 9600 access), downloads scream! It also allows you to send FAXes right from your computer (assuming you have a FAX program like STRaight Fax).

Tom Mynar asks:

"Does anyone know if the Insite Floptical will connect to the ICD Host Adapter with it's regular software - or do I need the PRO version to use this puppy.

Of course, I should have my answer later tonight after I get the drive in from UPS and try and use it...

But, if anyone else has any experience... (I have the Advantage card)."

Myles Cohen tells Tom:

"You need the LINK version...or the PRO version...but as far as I know...the regular version of the software won't handle it..."

That's right Myles, but you forgot to tell him that he also needs a LINK in addition to the LINK software. Although most people would figure that out, some (not Tom) may not realize that the LINK adaptor (hardware) is needed to access the drive itself.

Bill Turczynski tells us:

"I just got a SupraFax v.32bis modem to use on my STacy with Interlink. I have my old 8-bit on a Supra 2400 and it's been a while since I had the STacy on the Supra 2400.

If I'm just capturing msgs. for off line reading with the STacy, I get a herky-jerky response. A stop/go action that I don't get on my 8-bit.

Do I just have the SupraFax setup wrong or is it Interlink? I don't remember if it acted that way on the Supra 2400."

Albert Dayes of Atari Explorer Online Magazine asks Bill:

"What version of the roms does your SUPRA v.32bis modem have? Type ATI3 to determine what version. The most current version is 1.8 of the roms. Also you might download serial fix 2.x if you haven't already. The program fixes errors in the hardware flow control portion of the roms. This is in addition to other minor problems aas well.

Also it might just be the way your hardware flow control is working."

Bill tells Albert:

"I have the most current ROMs, v1.80-03. I found the problem(me)<g>. I thought that I read that when you turn on the flow control(RTS/CTS),XON/ XOFF gets turned off automatically in the term., when it didn't, I did it. Now I get non-stop flow and I had this problem on GENie too.

I have SERFX2.PRG now but it says that it's used with XCONTROL.ACC. Looking in the libs, there are several. Should I get the current, Falcon version or the older ST version? I have a nonX version on a disk that came with my STacy."

Master Sysop Ron Luks adds:

"Sometimes that herky-jerky motion is caused by network load. Try running your program again during off peak hours and let us know if its any smoother."

From the Atari ST Arts Forum
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Hal Dougherty posts:

"I just got a new Mac Performa and I've found a shareware program that displays Spectrum pictures on it. It's the only Spectrum 512 display program I've ever found for a computer, other than an ST!"

Boris Molodyi thinks aloud:

"Hmm. It displays Spectrum pictures on Mac? Some Atari renegade done it, no doubt :-)"

Mike Mortilla posts:

"When Barefoot starts including "audio tracks" in the SmpTeTrack prog, I'm gonna *HAVE* to buy a Falcon! I still say SmpTeTrack (EditTrack) is the best sequencer made on any platform. I've tried a lot of 'em and none are as useful for me."

Eric Mercer talks about his brother's ST problem:

"My brother told me that during a session, after the computer crashes the first time, it will crash immediately each time the computer is rebooted (until it has time to rest). To me, this screams hardware problem. However, the computer is supposed to be ok."

Stefan Daystrom at barefoot Software tells Eric:

"Not necessarily. First of all, there are three kinds of "reboot": software warm boot (Control Alt Delete), software cold boot (Control Alt RightShift Delete), and power cycling (turning it off and back on).

Each in order reboots the machine with different thoroughness. However, with some Atari models (I don't remember which one you have), the power supply can keep supplying some power to the memory for a while after you turn it off, and if the right memory location was corrupted as part of the crash, you may need to turn the computer off for a minute or more to completely clear it out.

So see if a rest of a minute or so does it, or much longer is needed. If less than a minute, it could be that a critical part of memory is being corrupted, but that the "magic" word which says that memory is ok isn't being cleared. Also, try the software cold boot (Control Alt RightShift Delete) and see if that helps; sometimes that can clear the memory, I think, more thoroughly than a very quick power cycle (because I think it forces one of the "magic" words to be bad, which too short a power cycle might not). (However, it doesn't reset some of the support chips the way a power cycling does, so both a power cycling and an immediate software cold boot are needed for the most through cycling with the least delay.)"

When Micky White posted that "Interlink VIOLATES MEMORY under MultiTOS", Stefan Daystrom asks:

"Can you please explain what that means? That it does something with memory it has not officially gotten? Is it low system memory? There

are, unfortunately, some things that are needed by programs, like having to do with key repeat as I recall for example, that have never been brought out to a documented call or memory location and so those of us that need to use those need to go down there. But conceptually I consider it quite different to "violate memory" by clearing the key repeat flag in the system memory (to avoid the key chatter bug in certain situations) than to violate memory by stomping on some memory you _assume_ was free but didn't actually allocate or receive; the former will not harm another program (if it doesn't harm the OS, of course <grin!>), but the latter will..."

Jim Ness, who is no stranger to terminal programs, tells Stefan:

"The most common way to "violate memory" in MultiTOS is to share something with another program. For instance, both QuickCIS and QCMsg can share a buffer with EdHak to speed up message replies, etc.

To make this work with MultiTOS, each program has to have the memory checking flag turned off.

In Interlink's case, Interlink is probably sharing a buffer with one of its emulation modules."

Kevin Champagne gives us some info on Comdex:

"I just came back from Vegas yetserday. I spent all week in town, but only went to the show Monday, Tuesday and Wednesday (one has to have SOME time for fun!). I have to tell you that I saw absolutely no evidence that Atari was anywhere in evidence. I did see the 3D0 in operation, among other fun items...

I saw both the Motorola and IBM 'booths', and saw no evidence of either the Jaguar or Falcon, but both companies had areas so large that I suppose I could have missed them..."

From the Atari Vendors Forum
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Dom Alvear asks about ICD utilities:

"Will Bootfix work with a TT SCSI port? I was under the impression that it had to be connected to an Advantage or AdSCSI host."

Tony Barker tells Dom:

"It will work with the TT SCSI port, I had occasion to use it myself just the other day."

Todd Thedell asks about using Flash 2:

"It seems I have to select Terminate Call when I first load FLASH II. Then I got a new error today; when I tried to Dial Board as I usually do to get to cis, then Terminate Call, I got a ! dialog saying "Intelligent Modem requires non-zero Connect Time." I thought it had something to do with Silent Line because I also got an error Silent Line is connected to Compuserve Ok" I have tried warm & cold boots but still getting the same.

Also, when I load FLASH II something is switching my baud rate to

9600 so I have to change that before I do anything."

John at Missionware Software tells Todd:

"When FLASH II first boots, it looks at the status of the DCD line coming from the modem (DCD = Data Carrier Detect). If that line is active, it thinks it is already online and therefore, doesn't fool around with the serial port. Assuming your modem is not online, the reason you are getting this is because your modem is set to keep DCD (or CD) active all the time. Almost **all** modems are shipped this way from the factory. Don't ask me why.

If you have a Hayes compatible mode, you **should** be able to change this by sending the modem a AT&C1 command. It's probably set to &C0 right now. After doing this, make sure to save the new configuration in your modem's internal memory with either a AT&W0 or AT&W1 command, depending on which internal profile you wish to store this in. for more information, see your modem operations manual.

The reason you got an "Intelligent Modem" warning is because you've got your "Connect Time" set to '0' in Modem Options. Version 2.2 now pops up a slightly better message. You should set Connect Time to 30 seconds or greater. '0' should only be used in special circumstances (meaning connecting to devices other than a modem).

Finally, the reason FLASH II is switching to 9600 at boot up, even though you've got something else stored in modem options, is because of the DCD problem noted above. Flash II is **not** resetting the port at bootup because of DCD being active. You've probably got 9600 set in your Atari Control Panel (or XControl Panel if you are using CPX's)."

Todd tells John:

"The Connect Time was set to 0 but I have no idea how it was set since it worked fine before. I am not sure how to deal with the DCD; I use a dip switch to change from line signal to forced on. I will sort it out though."

John replies:

"Oh, ok, if you need to set a dip switch, then that's ok too. Just makes sure it's set to follow the line signal and DCD should then work just fine.

The only other reason DCD might not work after that is if your modem cable doesn't have the full compliment of wires and pins. You may end up having to get a new cable too. But try the dip switch first.

What type of modem do you have? It must be an older version since most newer ones use software "switches" these days."

Rob Rasmussen asks the CodeHeads about importing graphics into Calligrapher:

"When I save a scan as an IMG, then insert it as a graphic into a Calligrapher page, it looks squashed and out of proportion. The scans are usually 8 or 9 inches long, and I use a SC1224 monitor. What can I do to make these pictures look right on my screen?"

Charles F. Johnson, CodeHead extraordinaire, tells Rob:

"We tried to duplicate this problem and couldn't; when we loaded a very tall IMG into Calligrapher in medium resolution, the aspect ratio looked about as correct as medium resolution can ever look. It's possible you're encountering some kind of limit in Calligrapher, or maybe TouchUp is doing something unusual with its IMG files; I'm not sure what to suggest, except to maybe scale the image smaller with TouchUp before importing into Calligrapher.

It is true that when you start getting into stuff like full-page scans and such, you might be better off with a full-fledged page layout program; but that depends on how complex your layout is. I find Calligrapher to be much quicker than a DTP program for uncomplicated layout work."

From the Palmtop Forum
=====

Martin Leighton posts:

"I've got a portfolio, with both the serial and parallel ports. How can I use this to access Compuserve? (I'd like to use it on the road for getting mail & talking to forums, etc). I've got access to a large desktop modem, but I'm thinking of getting a small portable one. So, questions are: What software would I need to run on the portfolio? How do I use it? Which peripheral (ie serial or parallel) do I use, and how do I wire it to the modem? Any advice on modems?

Does anyone have any hints on how best to use the combination?

All thoughts would be gratefully received, especially since I don't have much technical skill in this department."

Sysop BJ Gleason tells Martin:

"A number of users use the Portfolio to Access Compuserve. You might want to look at the file PORT.FAQ in lib 9, which contains answers to questions like these.

The short answer is that you need the serial port, modem, cable to hook them up, and a terminal package, such as ACOM or XTERM [both in LIB 9], and away you go...

The modem that most people seem happy with is the PPI modem..."

Barry Childress posts:

"I just wanted to let the members here know that I'm working on a project with a small religious school that my kids go to. The goal is to get some computers in the classroom. Do to a real tight budget I think that the Port would be an excellent choice. So part one of the project is to solicit used (or new) Ports for donation to the school. We are also interested in some RAM cards (any size) and AC adapters. Any (tax deductible) donations would be gratefully received. We are looking to get at least 3 Ports and some extra RAM cards to hold different subjects.

I will be doing the programming for Port but if you are aware of any

educational software for the Port (pre-school thru 1st grade) let me know."

Dave Stewart, being the nice guy that he is, tells Barry:

"I'll mention this project in Re:Port and see if any of my readers can help!"

For anyone who doesn't know, Re:Port is a newsletter devoted to the Portfolio. If you have a Portfolio and don't get Re:Port, you're missing out on some great stuff!

Well folks, that's it for this week. Perhaps I'll get rid of this bloated feeling before next week, but with the turkey sandwiches, turkey soup, turkey croquettes, and turkey jerky (yep, we smoke it just like beef), it's not likely.

Be sure to tune in again next week (same time, same channel), sit back in a comfortable chair, kick off those shoes, relax and listen to what they are saying when...

PEOPLE ARE TALKING

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> The Old Fishin' Hole STR Feature
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The Old Fishin' Hole
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-A Guide to the Online PD/Shareware Waters.

by John R. Duckworth

Greetings and welcome to the second edition of "The Old Fishin' Hole". This week brings us another bucket full of programs for our beloved Atari computers. I'd like to thank all of the public domain/shareware programmers who continue to program (usually getting nothing but a thanks in return..if that) for our systems and hope that they will continue to throw their often innovative creations into the online world. Now, without further delay...let's see what we have to choose from...

A program designed to help make a teachers life easier is what we'll take a look at first. "Class 4.6" by Gary Wren is a shareware application which allows a class and their grades to be tracked and manipulated via the ST. The program is very versatile and teachers have several ways to track grades and class members. A class roster can be sorted by name or grade (any test or assignment grade can be

the sort criteria as well as the students' GPA). Assignment scores may be weighted according to how important the teacher wants them to count toward the students' final grade. While the usefulness of this program is hard to beat (for educators...which is the target audience), I do have a few problems with the program's interface. While "Class" uses GEM menus, the rest of the program seems to follow no particular GEM convention. The program's main display does not run in it's own window, which will cause problems for those wanting to run it under MultiTOS. "Class 4.6" only works in ST modes (med/high) but should work fine on any TOS computer capable of such modes. A \$20 registration fee entitles the user to a 31 page users guide, plus several other programs done by the author. If you are a teacher, I recommend taking a look at "Class", and by supporting the author, perhaps the package will continue to be updated.

Next is an educational game title "Magic Spell" (version 2.1) by T. Savino. This game is reminiscent of the online chat game "Scramble". If you've never played, the mechanics are simple; A group of random letters are drawn at the start of a round. The player must try to make words out of the letters, with more points being made for longer words, before a certain amount of time elapses. "Magic Spell" uses this same concept, but adds a few twists. First, letters MAY be used more than once (making it easier to come up with words), and second, the player is allowed to make only ten words (so they better be the best possible). After playing a few rounds, I came to the conclusion that the provided dictionary was a bit small. Usually half of my words weren't recognized by the game, so I had to manually accept them. Children will probably use shorter words, so this might not be a problem. The program does allow words to be added to the dictionary, so after playing a while it should become quite complete. The game will run ONLY in ST medium or high modes, and one complaint I had while playing in color was the lack of it. While some color borders were provided in medium resolution, it is obvious that allowing it to run in that resolution was an afterthought. The game will be most appreciated by children, although difficulty can be increased to make it more interesting for adults. I hope the author continues to refine the game perhaps by adding Falcon resolution support, and more colorful displays and sound.

"KittyLock 2" is a small but potentially helpful shareware utility by Erin Monaco. The program (which can be run as an accessory as well) allows the user to lock his/her system to prevent children or pets from destroying their work while away from the keyboard. A password must be typed in to allow the system to return to normal operation. The password is completely configurable, as well as the amount of time before the program kicks in when loaded as an accessory. The only fault the utility has is that the program displays a dialog box when frozen, so tasks being run concurrently in MultiTOS will cease to operate. Maybe a future update will place the password entry into a window and lock out mouse movements (so that other windows can't be topped) so that tasks running in the background can continue (I'm actually not even sure it's possible... but something to look into). As the program stands now however, I recommend it highly. The days of wandering fingers from little hands are over.

Again, I welcome comments from readers or authors...my email address is: JDUCKWORTH@delphi.com . Until next week, happy fishin'.

+-----+

Old Fishin Hole Tackle Box	*

Class v. 4.6	
GENie (Atari RT - #30833	
CompuServe (Ataripro - CLASST.ARC, CLASS6.ARC)	
Magic Spell v. 2.1	
GENie (Atari RT - #30889, #30890)	
Kitty Lock v. 2	
GENie (Atari RT - #30893)	

* The Tackle Box is meant to provide assistance in finding files mentioned in the column. It should not be considered a COMPLETE listing and is provided for convenience only. Delphi Atari Advantage files should be found in the Recent Arrivals section of the database until moved to their appropriate sections.

Well, that's about it for this week. With the Christmas season upon us, we hope to be able to provide you all with a few X-mas "goodies" in the next few weeks. Also, I hope to be able to provide a "Year in Review" column for either the last issue for 1993, or at the first of the year. That should be interesting column! We also hope to have a review of Gribnif Software's Geneva before the end of the year, as well as some other recent releases or updates. And, we're still working to provide additional support staff to help round out various coverage of "things" Atari in order to provide our readers a well-rounded issue each week. As usual, suggestions, ideas, complaints, or just plain feedback is always appreciated!!

Until next time...

-Dana

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